

Amendments to the Claims

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✓ Claims 1-22 (cancelled).

23. (Original) A computer based game for children including at least one scenario comprising:

- (a) said game obtaining the age for a first particular one of said children as a result of interaction with said game;
- (b) said game obtaining the age for a second particular one of said children as a result of interaction with said game; and
- (c) said game modifying said at least one scenario for said first and second child based upon said respective ages so that same game is different than it would have been if said game was free from said modification.

24. (Currently amended) The game of claim 23 ~~20~~ further comprising creating said psychological profile for said first particular one of said children based upon interaction with said child.


25. (Currently amended) The game of claim 23 ~~20~~ further comprising said first particular one of said children interacting with said at least one scenario of said game, and said psychological profile being created prior to said first particular one of said children interacting with said at least one scenario of said game.

26. (Currently amended) The game of claim 25 ~~22~~ further comprising said first particular one of said children interacting with another one of said at least one scenario of said game and said game modifying said another one of said at least one scenario for said first particular one of said children based upon said psychological profile.

27. (Currently amended) The game of claim 26 ~~23~~ further comprising modifying said psychological profile in accordance with said first particular one of said children interacting with said another one of said at least one scenario.

Claims 28-33 (cancelled).

34. (Original) A computer based game for children including at least one scenario comprising:

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- (a) said game creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said child;
  - (b) said game supplementing said psychological profile for said particular one of said children based upon the psychological characteristics of said child as a result of interaction with a care giver of said child;
  - (c) said game modifying said at least one scenario for said child based upon said psychological profile.


35. (Currently amended) The game of claim 34 ~~30~~ wherein said care giver is at least one of a parent and a baby sitter.

36. (Currently amended) The game of claim 34 ~~30~~ further comprising said particular one of said children interacting with said at least one scenario of said game, and said psychological profile being created prior to said particular one of said children interacting with said at least one scenario of said game.

37. (Currently amended) The game of claim 36 ~~32~~ further comprising said particular one of said children interacting with another one of said at least one scenario of said game and said game modifying said another one of said at least one scenario for said particular one of said children based upon said psychological profile.

38. (Currently amended) The game of claim 36 ~~32~~ further comprising said psychological profile being supplemented as a result of said interaction with said caregiver prior to said particular one of said children interacting with said at least one scenario of said game.

39. (Currently amended) The game of claim 34 ~~30~~ wherein said psychological profile includes at least one of:

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- (a) a social assessment which relates to the management of relationships with one another;
  - (b) a language assessment which relates to understanding the meaning of words and their use;
  - (c) a logic assessment which relates to solving problems in a step-by-step manner;
  - (d) a numbers assessment which relates to understanding the use of numbers;
  - (e) a visual assessment which relates to visualizing images;
  - (f) a spatial assessment which relates to manipulating an image;
  - (g) a movement assessment which relates to coordinating the body;
  - and
  - (h) an emotional assessment which relates to recognizing emotions.

40. (Currently amended) The game of claim 34 ~~30~~ wherein said psychological profile includes a plurality of specific concerns.

41. (Currently amended) The game of claim 40 ~~36~~ wherein said specific concerns are modified as a result of the child's interaction with said game.

Claims 42-49 (cancelled).

50. (Original) A computer based game for children including at least one scenario comprising:

- (a) said game creating a psychological profile for a particular one of said children based upon interaction with said child configuring a graphical representation of said particular one of said children for said game; and
- (b) said game modifying said at least one scenario for said child based upon said psychological profile.

51. (Currently amended) The game of claim 50 ~~40~~ wherein said configuring said graphical representation includes the selection of an age, a name, and a gender of said particular one of said children.

52. (Currently amended) The game of claim 51 ~~41~~ wherein said game automatically modifies said psychological profile to represent an increased age of said child as time elapses.

53. (Currently amended) The game of claim 51 ~~41~~ wherein said game presents a modified graphical representation for said particular one of said children representative of a child of an increased age as time elapses.

54. (Currently amended) The game of claim 51 ~~41~~ wherein said game presents a graphical representation that represents either a female is said particular child is female and a male if said particular child is male.

55. (Currently amended) The game of claim 51 ~~41~~ wherein said configuring said graphical representation includes the selection of the exterior appearance of said graphical representation after said selection of said age and said gender.

56. (Currently amended) The game of claim 55 ~~45~~ wherein said exterior appearance includes the selection of the size and proportions of said graphical representation.

57. (Currently amended) The game of claim 55 ~~45~~ wherein said exterior appearance includes the selection of at least one of the clothes and costumes for said graphical representation.

58. (Currently amended) The game of claim 51 ~~41~~ wherein said psychological profile is modified in accordance with said age and said gender of said particular one of said children.

59. (Currently amended) The game of claim 55 ~~45~~ wherein said psychological profile is modified in accordance with said exterior appearance of said graphical representation.

60. (Currently amended) The game of claim 59 ~~49~~ wherein said configuring said graphical representation includes the selecting of preferences of said particular one of said children including at least one of said particular one of said children's favorite things, favorite activities, and favorite things.

Claims 61-72 (cancelled).

73. (Original) A computer based game for children including at least one scenario comprising:

- (a) said game creating a set of data based upon interaction of said child with said game;
- (b) said game forwarding said data to at least one of.
  - (i) a printing company;
  - (ii) a printing and binding company;
  - (iii) a video company;
  - (iv) a toy company;
  - (v) a music company;
- (c) a respective one of said companies in turn providing, based upon said set of data, to said child:

- (i) a greeting card from said printing company;
- (ii) a postcard from said printing company;
- (iii) a trading card from said printing company;
- (iv) a video from said video company;
- (v) a toy from said toy company;
- (vi) a compact disc from said music company.

74. (Original) The game of claim 73 wherein said data is forwarded to said printing company.

75. (Original) The game of claim 73 wherein said data is forwarded to said printing and binding company.

76. (Original) The game of claim 73 wherein said data is forwarded to said video company.

77. (Original) The game of claim 73 wherein said data is forwarded to said toy company.

78. (Original) The game of claim 73 wherein said data is forwarded to said music company.


Claims 79-84 (cancelled).

85. (New) A computer based game for a child, said game comprising:

- (a) a graphical storytelling environment;
  - (b) a proxy for said child graphically represented in said storytelling environment
- and having at least one of a physical profile and a psychological profile, said physical profile having individual physical characteristics of said child including said child's

name, gender, and age, said psychological profile having individual psychological characteristics of said child at least partially obtained through interaction within said graphical storytelling environment; and

(c) a scenario within said graphical storytelling environment that displays said proxy reacting to an event, said scenario having a plurality of potential reactions by said proxy to said event, where said at least one of a physical profile and a psychological profile is used by said game to select said proxy's reaction to said event.



86. (New) The game of claim 85 where said at least one of a physical profile and a psychological profile is created prior to the beginning of said scenario.

87. (New) The game of claim 85 where said scenario is interactive, said proxy includes a psychological profile that is updated as a result of interaction with said child during said scenario, and said game includes a second scenario that displays said proxy reacting to a second event, said second scenario having a plurality of potential reactions by said proxy to said second event, where said updated psychological profile is used by said game to select said proxy's reaction to said second event.

88. (New) The game of claim 85 where said proxy includes a psychological profile, said psychological profile including at least one of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that

relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

89. (New) The game of claim 85 where said proxy includes a psychological profile, said psychological profile including at least two of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

90. (New) The game of claim 85 where said proxy includes a psychological profile, said psychological profile including at least three of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a



movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

91. (New) The game of claim 85 where said proxy includes a psychological profile, said psychological profile including at least four of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

92. (New) The game of claim 85 where said proxy includes a psychological profile obtained by an interactive test within said game.

93. (New) The game of claim 92 where said test is the Luscher color test.

94. (New) The game of claim 85 where said game records said at least one of a physical profile and a psychological profile for a particular child, and said at least one of a physical profile and a psychological profile is periodically updated as said child grows older.

95. (New) A computer based game for a child, said game comprising:

- (a) a graphical storytelling environment;
- (b) a proxy for said child graphically represented in said storytelling environment and having a physical profile and a psychological profile, said physical profile having individual physical characteristics of said child including said child's name, gender, and age, said psychological profile having individual psychological characteristics of said child at least partially obtained through interaction within said graphical storytelling environment; and

(c) a plurality of potential interactive scenarios to be displayed within said graphical storytelling environment where said physical profile and said psychological profile are used by said game to select one or more of said potential interactive scenarios.

96. (New) The game of claim 95 where said psychological profile is created prior to the beginning of the selected one or more of said potential interactive scenarios.

97. (New) The game of claim 95 where said proxy includes a psychological profile that is updated as a result of interaction with said child during a first selected interactive scenario, and said game selects a second interactive scenario based on the updated said psychological profile.

98. (New) The game of claim 95 where said proxy includes a psychological profile, said psychological profile including at least one of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that

relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

99. (New) The game of claim 95 where said proxy includes a psychological profile, said psychological profile including at least two of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

100. (New) The game of claim 95 where said proxy includes a psychological profile, said psychological profile including at least three of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to

visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

101. (New) The game of claim 95 where said proxy includes a psychological profile, said psychological profile including at least four of (a) a social assessment that relates to the management of relationships with another; (b) a language assessment that relates to understanding the meaning of words and their use; (c) a logic assessment that relates to solving problems in a step-by-step manner; (d) a numbers assessment that relates to understanding the use of numbers; (e) a visual assessment that relates to visualizing images; (f) a spatial assessment that relates to manipulating an image; (g) a movement assessment that relates to coordinating the body; and (h) an emotional assessment that relates to recognizing emotions.

102. (New) The game of claim 95 where said proxy includes a psychological profile obtained by an interactive test within said game.

103. (New) The game of claim 102 where said test is the Luscher color test.

104. (New) The game of claim 95 where said game records said at least one of a physical profile and a psychological profile for a particular child, and said at least one of a physical profile and a psychological profile is/periodically updated as said child grows older.